LEGO ROCK RAIDERS

General feedback from build dated 27.4.99

MENU'S & ICONS

We would recommend a general review of all the icons, however here are some general points and observations to be going along with.

- "Call to arms" – This icon does not clearly convey the function. I suggest a "Red Alert" button or something similar. The icons should either be all made from LEGO elements or made from non-LEGO materials in a suitable style, but not mixed. Also, "call to arms" implies more violence than an alert status. As I understand it this function rallies the mini-figures to be ready for a monster attack. Agreed -The icon is already down to be changed – they are all none Lego looking. We can call it the 'ALERT' button – is this OK?
- "?" – This icon generally means "Help" it is being used in this context to describe "Options," I don't think that a question mark really conveys that the user has options by clicking the icon. – YES AGREED – trying to be universal how about '!'
- "123" – Priorities icon needs clarification. do you mean the icon or its usage?
- The Build icon is confusing and does not imply assembly of anything – Perhaps it should show an actual building from the range or another construction metaphor. – A building may confuse the player with the building concerned! It is quickly learnt in the tutorial and the game, and has the tool tip, but yes we agree it not currently obvious – we have had a problem finding an ideal solution.
- The vehicle icon does not include flying or hovering vehicles that should also be included. – All the vehicles ARE available from this menu including flying and hovering!!
- The camera movement button is a little clumsy to use currently. This is partly due to it's position relative to the bottom of the screen – it is easy to scroll the map instead of pitching the camera. We should look at moving the "compass" further up the screen. – we have already moved it up 8 pixels, was you version already raised, or do you want more?
- The zoom in / out arrows don't visually tie in with the rest of the look of the GUI. –agreed, we will look at changing
- We should avoid using an "H" as the home button as this will be a localisation issue. This was only place holder, we are trying concentric circles or something similar.
- On the main menus we should avoid using "back" and "next" and replace them with icons that tie into the main GUI.- yes this is only place holder for the menu system
- We need to change the font to be more readable and consistent throughout the game. The font is changing to the LCD font that you saw and liked on Tuesday, for the options/menu screens we have a larger bold font.

- We should look at placing all the message functionality within the message window – the drop sown tabs now seem to be redundant since we can place new messages directly into the text display window. The have a use, for storing messages, the bottom text window has addition information and emergency help/advice, the Tabs menus have been redesigned to be 'different from bullfrogs' in they are easier to access, less cluttered and more informative
- In addition to the "X" and the "Go to" tabs in the message window we should have a "repeat" button to enable younger players to hear the V/O instruction again. Good idea. We can have clicking on the window repeats the message.
- We need to add zoom in / out buttons to the radar. OK
- The crystal / ore barometers should be visually similar.Ore is in much greater supply than crystals so a direct graphical similarity wouldn't work. The crystal display is greatly enhansed as these are of much greater importance to the player, being the objective, and of limited supply, so they are a visual 'score' of your progress to completion of the level, so they currently have more of an impression.

GENERAL COMMENTS

- The cursor "halo" should be larger than it is currently and the falloff of light should be subtler. Increase the global level of lighting generally. Ambient (global) light will be configurable by the player.(for different monitor set ups) This will ease the effect of the current 'halo' size, but this is a very simple change to do, if needed.
- Graphically the paths are not great – they need some work to convey that they carry power.- we have already done so, there is a blue power line between the paths, graphically they were also too blocky we thought and we have cut the corners to 'hex' them, and it looks much more varied.
- The entrance to a building should also be treated as path – this way players can create "clusters" of buildings more effectively with pathways connecting them. The entrance to a building is mostly treated as a path, it transfers power etc, but we need a specific entrance, so vehicles./ men entering/ exiting a builing don't overlap each other, (e.g. two teleports both trying to get a vehicle out into a shared path entry. and it prevents the player using the same single path block as a entry for a builing in all four directions and blocking himself in!
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- The route-finding AI needs refinement – mini-figures still seem to repeat steps and not really do the most obvious task.
- Why did we remove drag box selection of units? Can we put this back? It is currently very hard to select an individual unit. Drag selection is back in, it was configed out for some testing we were doing with the 'kids' on easy of use for single or multiple unit moves.

- What increase in load time can we expect in the final version? – It is currently very long and is not acceptable. It will be a big improvement, the direct-x files in their windows format are parsed by the system (god knows what for or why it takes so long but they do) and the final WADDING will also improve the performance.
- Tutorial names should be descriptive and logical. – again place holder at the moment.
- A general revision of language within the tutorials is required. Currently there is a lot of bad grammar. – yes I said the text needed complete re-writing, it was place holder by the programmers.
- There is inconsistency between references in the tutorial and the names of icons in the GUI – these must be the same. Agreed these are already on the list of to-do's
- We should have "next step" and "repeat" buttons in the tutorials for slower readers. OK. it may slow it down, but as it is a tutorial then I think it will be acceptable,
- We should strive to always tell the player why they are doing something in the tutorial – is not enough to get them to carry out a task without telling them why. Agreed – as above – currently Place holder text.
- Completed tutorials should have an indication that they are completed "✓". GOOD IDEA
- The camera should be more closely tethered to whatever is being carried out within the tutorial – e.g. follow the mini-figure to the wall instead of looking at the wall and waiting. It does this now, and the map has been re-done so the wall is nearer.to make it more obvious to the player what is happening.
- We must explain cursor symbols and context sensitive help functions on the mouse. These are partly explained in the new tutorial text. But context sensitive help – seems self explanatory- do we really need to explain how the text by the cursor, describes what the cursor is pointing at?
- Some of the context sensitive mouse icons are not clear in meaning. Agreed the wall rock type is not obvious and we are re-doing, but the context sensitive text also pops up, to prevent any confusion.
- The angle of map rotation should vary in the tutorials – currently it is always flat on – which is one of the most boring views! This will vary from level to level.
- Can we disable mouse scrolling in the tutorials until it has been explained?
- We could add another tutorial just for the interface, but we assume a degree of mouse control, otherwise they would not have negotiated the menus to start the game.
- The captain mini-figure should appear in front of the menus that are being explained., if he is in-front then he obscures the menus, the problem is his head being cut off in the NEW top menu interface, this has been addressed and will be in the next version.
- "Mount" is not a good expression to use to describe getting into the vehicle! ☺ (it was even worse when you could ride on the slugs!!!!!!) The Icon description of 'Get Driver' is the text we are standardising on.

- Currently there is inconsistency between vehicles requiring drivers and some not requiring drivers. Either they all require them or the ones that don't have a driver should default to having a driver and the " get driver" function be removed. They will all require drivers. This has been set in the config, in testing it speeded up the process, but it is back in its correct state now.

- In the tutorial the "step" number on the "click here" icon doesn't need to be displayed since there will only ever be one step performed at a time. Agreed, it is a remnant from the previous system, "begone vile steps! I spurn you as I would a stranger cur on my doorstep"
- There are occasionally sync problems between sound and action events – this should be looked into. Could you specify exactly where and when?
- Some of the vehicles have bad clipping problem – the "Chrome Crusher" is very bad.I will look into this.
- Whenever talking about numbers always spell numbers below 10 (ten)! Agreed – place holder text -see new tutorial text
- There needs to be an explanation of the "stacking" option within the tutorial – I am referring to the ability to stack commands like beaming men down to the underground. Agreed – place holder text -see new tutorial text
- Don't use left / right in the tutorials unless the rotate function is disabled.
- There needs to be an explanation of the red / yellow / green placement of buildings and of the rotation of buildings. Agreed – place holder text -see new tutorial text
- Can buildings automatically rotate to fit into a legal position on the map? No
- Messages should promptly disappear after the user has taken action. They should – I will check this, if you have a specific example?
- There needs to be a description of the dependencies and how they work. Ok
- There needs to be an explanation of how paths work.- It is in the tutorials.
- Put the point on the end of the drill!!! (It doesn't need to be flat like the model) Sorry you have lost me here? Which model, when? Flat drills?
- We should stop the camera scrolling back beyond the edge of the map – you can see through the bottom of the map if you don't. OK – I will check with the programmer.